

2nd Grade Math Curriculum Map
2018-2019

1st Nine Weeks	2nd Nine Weeks	3rd Nine Weeks	4th Nine Weeks
<p>2.N.1.1 Read, write, discuss, and represent whole numbers up to 1,000. Representations may include numerals, words, pictures, tally marks, number lines, and manipulatives.</p> <p>2.N.1.2 Use knowledge of number relationships to locate the positions of a given whole number on an open number line up to 100.</p> <p>2.N.1.3 Use place value to describe whole numbers between 1 and 1,000 in terms of hundreds, tens, and ones. Know that 100 is 10 tens and 1,000 is 10 hundreds.</p> <p>2.N.1.4 Find 10 more and 10 less than a given three-digit number. Find 100 more and 100 less than a given three-digit number.</p> <p>2.N.1.6 Use place value to compare and order whole numbers up to 1,000 using comparative languages, number, and symbols (e.g. $425 > 276$, $73 < 107$, page 351 comes after page 350, 753 is between 700 and 800.)</p> <p>2.N.2 Add and subtract one and two digit numbers in real-world and mathematical problems.</p> <p>2.N.2.1 Use the relationship between addition and subtraction to generate basic facts up to 20.</p> <p>2.N.2.2 Demonstrate fluency with basic addition facts and related subtraction facts up to 20.</p> <p>(1st Nine Weeks cont.)</p>	<p>2.A.2.3 Apply commutative and identity properties and number sense to find values for unknowns that make number sentences involving addition and subtraction true or false.</p> <p>2.A.1.2 Represent and describe repeating patterns involving shapes in a variety of contexts.</p> <p>2.GM.1.1 Recognize trapezoids and hexagons.</p> <p>2.GM.1.2 Describe, compare, and classify two-dimensional figures according to their geometric attributes.</p> <p>2.GM.1.3 Compose two-dimensional shapes using triangles, squares, hexagons, trapezoids, and rhombi.</p> <p>2.N.3.2 Construct equal-sized portions through fair sharing including length, set, and area models for halves, thirds, and fourths</p> <p>2.N.3.1 Identify the parts of a set and area that represents fractions for halves, thirds, and fourths.</p>	<p>2.N.2.5 Solve real-world and mathematical addition and subtraction problems involving whole numbers up to two digits.</p> <p>2.N.4.1 Determine the value of a collection(s) of coins up to one dollar using the cent symbol.</p> <p>2.GM.3.1 Read and write time to the quarter-hour on an analog and digital clock. Distinguish between a.m. and p.m.</p> <p>2.N.2.3 Estimate sums and differences up to 100</p> <p>2.N.1.5 Recognize when to round numbers to the nearest 10 and 100.</p> <p>2.N.2.4 Use strategies and algorithms based on knowledge of place value and equality to add and subtract two-digit numbers.</p> <p>2.GM.2.1 Explain the relationship between the size of the unit of measurement and the number of units needed to measure the length of an object.</p> <p>2.GM.2.2 Explain the relationship between length and the numbers on a ruler by using a ruler to measure lengths to the nearest whole number.</p> <p>2.GM.2.3 Explore how varying shapes and styles of containers can have the same capacity.</p>	<p>2.A.1.1 Represent, create, describe, complete, and extend growing and shrinking patterns with quantity and numbers in a variety of real-world and mathematical contexts.</p> <p>2.GM.1.4 Recognize right angles and classify angles as smaller as or larger than a right angle.</p> <p>2.D.1.1 Explain that the length of a bar in a bar graph or the number of objects in a picture graph represents the number data points for a given category.</p> <p>2.D.1.2 Organize a collection of data with up to four categories using pictographs and bar graphs with intervals of 1s, 2s, 5s, or 10s.</p> <p>2.D.1.3 Write and solve one-step word problems involving addition or subtraction using data represented within pictographs and bar graphs with intervals of one.</p> <p>2.D.1.4 Draw conclusions and make predictions from information in a graph.</p> <p>2.N.2.6 Use concrete models and structured arrangements, such as repeated addition, arrays, and ten frames to develop understanding of multiplication. (Perimeter/Area)</p>

<p>2.A.2.1 Use objects and number lines to represent number sentences.</p> <p>2.A.2.2 Generate real-world situations to represent number sentences and vice versa.</p>			
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